

Amendments to the Claims

The following listing of claims replaces all prior versions and listings of claims in the present application:

Claims 1 to 82 (Canceled)

83. (New) A method of rendering an image, comprising the steps of:

mapping first semitransparent texture images respectively onto first polygons which make up a first semitransparent object having at least one three-dimensional shape, the first semitransparent texture images being written into a texture rendering area of an image memory and corresponding to the first semitransparent object;

mapping second semitransparent texture images respectively onto second polygons which make up a second semitransparent object having at least one three-dimensional shape, the second semitransparent texture images being written into the texture rendering area and corresponding to the second semitransparent object, and the second semitransparent object being rendered to lap over the first semitransparent object;

arbitrarily moving the first and second semitransparent texture images to rewrite them into the texture rendering area, thereby causing said first semitransparent texture images to be associated respectively with different polygons from among said first polygons, and causing said second semitransparent texture

images to be associated respectively with different polygons from among said second polygons; and

repeating the mapping step of the first semitransparent texture images, the mapping step of the second semitransparent texture images and the arbitrary moving step of the first and second semitransparent texture images.

84. (New) A method according to claim 83, wherein, during said arbitrary moving step, said first semitransparent texture images are associated respectively with different adjacent polygons from among said first polygons in a circulating manner, and said second semitransparent texture images are associated respectively with different adjacent polygons from among said second polygons in a circulating manner.

85. (New) A method of processing an image, comprising the steps of:

sequentially rendering at least three semitransparent objects each having a three-dimensional shape, wherein the sequential rendering is performed by selecting one of the semitransparent objects, mapping semitransparent texture images corresponding to the selected semitransparent object onto polygons which make up the selected object, the semitransparent texture images being written into a texture rendering area of an image memory;

sequentially moving the semitransparent texture images of each of the at least three semitransparent objects, wherein the

sequential moving step is performed by selecting one of the rendered semitransparent objects and arbitrarily moving the semitransparent texture images to rewrite them into the texture rendering area, thereby causing said semitransparent texture images to be associated respectively with different polygons from among said polygons which make up the selected object; and repeating the sequential rendering step and the sequential moving step.

86. (New) A method according to claim 85, wherein the sequential rendering step comprises sequentially rendering the semitransparent objects to lap over the rendered semitransparent objects.

87. (New) A method according to claim 85, wherein, during said sequential moving step, said semitransparent texture images are associated respectively with different adjacent polygons from among said polygons in a circulating manner.

88. (New) An apparatus for rendering an object in an image memory, comprising:

first semitransparent object rendering means for mapping first semitransparent texture images respectively onto first polygons which make up a first semitransparent object having at least one three-dimensional shape, the first semitransparent texture images being written into a texture rendering area of an

image memory and corresponding to the first semitransparent object;

second semitransparent object rendering means for mapping second semitransparent texture images respectively onto second polygons which make up a second semitransparent object having at least one three-dimensional shape, the second semitransparent texture images being written into the texture rendering area and corresponding to the second semitransparent object, and the second semitransparent object being rendered to lap over the first semitransparent object; and

texture moving means for arbitrarily moving the first and second semitransparent texture images to rewrite them into the texture rendering area, thereby causing said first semitransparent texture images to be associated respectively with different polygons from among said first polygons and causing said second semitransparent texture images to be associated respectively with different polygons from among said second polygons,

wherein operations of the first semitransparent object rendering means, the second semitransparent object rendering means and the texture moving means are repeated.

89. An apparatus according to claim 88, wherein said texture moving means moves said first semitransparent texture images so as to become associated respectively with different adjacent polygons from among said first polygons in a circulating manner, and moves said second semitransparent texture images so

as to become associated respectively with different adjacent polygons from among said second polygons in a circulating manner.

90. (New) A computer-readable recording medium storing a program, the program operating an image rendering apparatus for rendering an object in an image memory, the program comprising:

first semitransparent object rendering means for mapping first semitransparent texture images respectively onto first polygons which make up a first semitransparent object having at least one three-dimensional shape, the first semitransparent texture images being written into a texture rendering area of an image memory and corresponding to the first semitransparent object;

second semitransparent object rendering means for mapping second semitransparent texture images respectively onto second polygons which make up a second semitransparent object having at least one three-dimensional shape, the second semitransparent texture images being written into the texture rendering area and corresponding to the second semitransparent object, and the second semitransparent object being rendered to lap over the first semitransparent object;

texture moving means for arbitrarily moving the first and second semitransparent texture images to rewrite them into the texture rendering area, thereby causing said first semitransparent texture images to be associated respectively with different polygons from among said first polygons and causing said second semitransparent texture images to be associated

respectively with different polygons from among said second polygons; and

repeating means for repeating operations of the first semitransparent object rendering means, the second semitransparent object rendering means and the texture moving means.

91. (New) A computer-readable recording medium according to claim 90, wherein said texture moving means moves said first semitransparent texture images so as to become associated respectively with different adjacent polygons from among said first polygons in a circulating manner, and moves said second semitransparent texture images so as to become associated respectively with different adjacent polygons from among said second polygons in a circulating manner.

92. (New) A computer-readable recording medium storing a program, the program operating an image rendering apparatus for rendering an object in an image memory, the program comprising:

semitransparent object rendering means for sequentially rendering at least three semitransparent objects each having a three-dimensional shape, wherein the sequential rendering is performed by selecting one of the semitransparent objects, mapping semitransparent texture images corresponding to the selected semitransparent object onto polygons which make up the selected object, the semitransparent texture images being written into a texture rendering area of an image memory;

texture image moving means for sequentially moving the semitransparent texture images of each of the at least three semitransparent objects, wherein the sequential moving is performed by selecting one of the rendered semitransparent objects and arbitrarily moving the semitransparent texture images to rewrite them into the texture rendering area, thereby causing said semitransparent texture images to be associated respectively with different polygons from among said polygons which make up the selected object; and

repeating means for repeating operations of the semitransparent object rendering means and the texture image moving means.

93. (New) A computer-readable recording medium according to claim 92, wherein the semitransparent object rendering means sequentially renders the semitransparent objects to lap over the rendered semitransparent objects.

94. (New) A computer-readable recording medium according to claim 92, wherein said texture image moving means sequentially moves said semitransparent texture images so as to be associated respectively with different adjacent polygons from among said polygons in a circulating manner.